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Come on, kids! Today you and your friends can take a ride on a big train. So, catch a locomotive and let the adventure begin...

**For 2-5 players
from 4 years of age.
Duration: 10-15 min.**

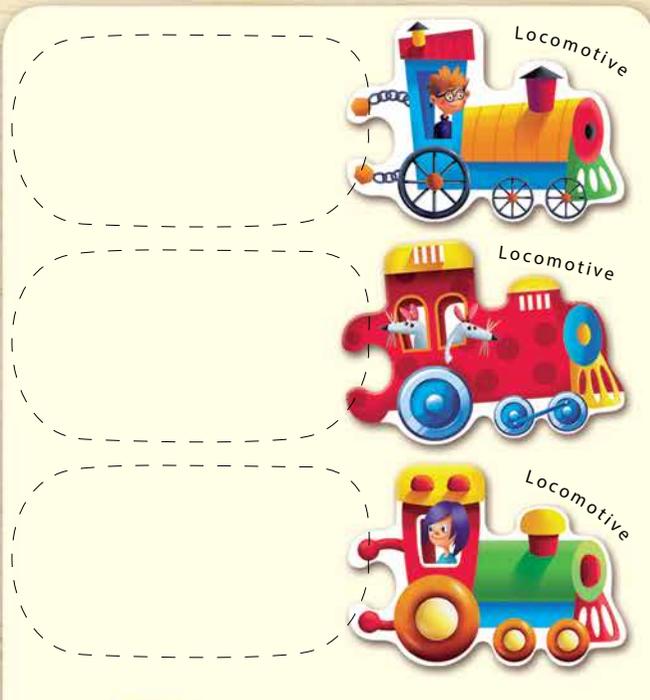
The set includes:

- 3 locomotives
- 30 wagons
- 2 colored dice
- 1 locomotive dice
- 3 stop signs
- Rules

Too Too Catch

GAME SETUP

1. Place 3 steam locomotives so that you have enough space to attach the wagons. The remaining wagons should be placed face down in a pile nearby.
2. Take four wagons and "attach" them to the locomotives face up. **There are three types of wagon. Please note that only one type of wagon can be attached to the same locomotive.** The colors of the wagons are not important at this stage.



Slot in the stands of the **stop signs** and place them near the pile of wagons.



3. Place the two colored dice and the locomotive dice (the larger one) so that they can be reached by everyone.



HOW TO PLAY:

The players take turns clockwise. When it's your turn, roll **both the colored dice** once:



• If you roll out **two colors**, all players look for wagons of these colors in a single train at the same time.



• If you roll out **a wagon and a color**, only the color is important. All players look for a wagon of the same color in the trains.



• If you roll out **two wagons**, any train (colors) is suitable. All players rush to be the first to grab the locomotive dice.

The player who is the first to notice the rolled-out combination of colors/wagons, grabs the locomotive dice. He has to take the locomotive dice and not the train!



Note: If the rolled-out combination of colors cannot be found on any train, the player who rolled the dice must take one new wagon from the pile, and attach it to a locomotive of the same kind. The player's turn then ends.

The first player to take the dice can roll it **twice**. If you roll out the locomotive, you may take the train with the wagons of the right color for yourself. If the rolled-out combination of colors belongs to several trains, you can choose any one of them. **Take the wagons with you and return the locomotive to its place.**

If you rolled the locomotive dice twice but you have not rolled the locomotive, pass the dice to the player on your left. The player on your left rolls the dice **once**. If the locomotive is rolled, the player takes the wagons, and if not, the dice is given to the next player on the left, and so on. The locomotive dice is rolled until one of the players rolls the locomotive and takes the wagons...

Having taken the wagons, the player has to attach new wagons to the locomotives so that the total number of wagons attached to the locomotives is 4. If the locomotives already have more than 4 wagons in total, no additional wagons should be attached.

STOP SIGN



If a player makes a mistake and grabs the locomotive dice even though the color combination is wrong, and another player notices it, the player who did so has to take a stop sign and miss one turn. The player who must miss a turn also cannot roll the dice.

Example:



Blue and red colors have been rolled. The top train has wagons of both these colors.

The first player to notice the color combination grabs the locomotive dice and rolls it twice.



WINNING THE GAME:

The game ends when at least one player has collected 10 wagons.

The game also ends when the wagon card pile is empty. The player who has collected the most wagons wins the game.

If several players have the same number of wagons, the one who most recently took the wagons wins the game.